IN THE CLAIMS:

Please amend the claims as follows: all prior versions, and listings, of claims in the

application:

1.   (Currently Amended)   A sound generation device for outputting a

sound in accordance with an operation by a performer, the device comprising:

a housing capable of being held by both hands the performer;

a tilt detector detecting means for detecting an amount of tilt in at least one

direction of the housing;

a sound waveform data storing area means for storing at least one piece of sound

waveform data;

a sound waveform data reader reading means for reading the sound waveform data

from the sound waveform data storing area means at a predetermined timing;

a sound waveform data processor processing means for changing at least a

frequency of the sound waveform data read by the sound waveform data reader reading

means in accordance with the amount of tilt detected by the tilt detector detecting means;

and

a sound outputting unit means for outputting the sound waveform data processed

by the sound waveform data processor processing means as a sound[.];

a backing music data storing area for storing at least one piece of backing music

data, the sound outputting unit sequentially reading the backing music data from the

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backing music data storing area, and outputting the read backing music data along with the sound waveform data processed by the sound waveform data processor;

a reference play data storing area for storing at least one piece of reference play data;

a musical performance results storing area for storing the amount of tilt detected by the tilt detector as musical performance results data, by associating the detected amount of tilt with the backing music data stored in the backing music data storing area;

a musical performance results comparator for comparing the musical performance results data stored in the musical performance results storing area against the reference play data stored in the reference play data storing area; and

musical performance final results notification unit for notifying the performer of results obtained by the musical performance results comparator as performance final results.

2.   (Currently Amended)   The sound generation device according to claim 1, wherein

the tilt detector detecting means detects amounts of tilt in at least two directions of the housing, and

the sound waveform data processor processing means changes a frequency of the sound waveform data read by the sound waveform data reader reading means in accordance with an amount of tilt in a first direction detected by the tilt detector detecting

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means, and changes an amplitude of the sound waveform data in accordance with an

amount of tilt in a second direction detected by the tilt detector detecting means.

3.   (Currently Amended)   The sound generation device according to claim

1, further comprising lyrics data storing area means for storing at least one piece of lyrics

data, wherein

the sound waveform data storing area means at least stores, as sound waveform

data, human voice sound waveform data obtained when a person utters, at a

predetermined pitch, syllables included in the lyrics data stored in the lyrics data storing

area means, and

the sound waveform data reader reading means sequentially reads syllables

included in the lyrics data from the lyrics data storing area means, and reads human voice

sound waveform data corresponding to the read syllable from the sound waveform data

storing area means.

4.   (Currently Amended)   The sound generation device according to claim

1, further comprising a first operation unit means with which the performer specifies a

sound outputting timing, wherein

when the first operation unit means is operated, the sound waveform data reader

reading means reads the sound waveform data from the sound waveform data storing area

means.

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Claims 5-6 (Canceled)

7.   (Currently Amended)   The sound generation device according to claim ~~1~~ 6, further comprising a first operation unit ~~means~~ with which the performer specifies a sound outputting timing, wherein

when the first operation unit ~~means~~ is operated, the sound waveform data reader ~~reading means~~ reads the sound waveform data from the sound waveform data storing area ~~means~~, and

the musical performance results storing area ~~means~~ stores an operation timing of the first operation unit ~~means~~ as a portion of the musical performance results data, by associating the operation timing with the backing music data stored in the backing music data storing area ~~means~~.

8.   (Currently Amended)   A sound generation program for causing a game machine to function as a sound generation device, wherein the game machine includes a housing capable of being held by a performer ~~both hands~~, a tilt detector ~~detecting means~~ for outputting a value corresponding to an amount of tilt in at least one direction of the housing, a program storing area ~~means~~ for storing a program, a data storing area ~~means~~ for storing data including at least one piece of sound waveform data, a program processor ~~processing means~~ for processing the data stored in the data storing area ~~means~~, based on

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the program stored in the program storing area ~~means~~, and a sound outputting unit ~~means~~

for outputting processing results obtained by the program processor ~~processing means~~ as

a sound, the sound generation program comprising:

a tilt calculating step of obtaining an amount of tilt in at least one direction of the

housing, based on the value output from the tilt detector ~~detecting means~~;

a sound waveform data reading step of reading the sound waveform data from the

data storing area ~~means~~ at a predetermined timing;

a sound waveform data processing step of changing at least a frequency of the

sound waveform data read at the sound waveform data reading step, in accordance with

the amount of tilt obtained at the tilt calculating step; ~~and~~

a sound output controlling step of causing the sound waveform data processed at

the sound waveform data processing step to be output from the sound outputting unit

~~means~~ as a sound[.];

wherein the data storing area further stores at least one piece of backing music

data, and

the sound output controlling step sequentially reads the backing music data from

the data storing area, and outputs the read backing music data along with the sound

waveform data processed at the sound waveform data processing step;

the data storing area further stores at least one piece of reference play data, and the

sound generation program further comprises:

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a musical performance results storing step of causing the data storing area to store

the amount of tilt obtained at the tilt calculating step as musical performance results data,

by associating the obtained amount of tilt with the backing music data stored in the data

storing area;

a musical performance results comparing step of comparing the musical

performance results data stored at the musical performance results storing step against the

reference play data stored in the data storing area; and

a musical performance final results notification step of notifying the performer of

comparing results obtained at the musical performance results comparing step as

performance final results.

9.   (Currently Amended)   The sound generation program according to

claim 8, wherein

the tilt detector ~~detecting means~~ outputs values corresponding to amounts of tilt in

at least two directions of the housing,

the tilt calculating step obtains the amounts of tilt in at least two directions of the

housing, based on the values output from the tilt detector ~~detecting means~~, and

the sound waveform data processing step changes a frequency of the sound

waveform data read at the sound waveform data reading step, in accordance with an

amount of tilt in a first direction obtained at the tilt calculating step, and changes an

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amplitude of the sound waveform data in accordance with an amount of tilt in a second direction obtained at the tilt calculating step.

10. (Currently Amended) The sound generation program according to claim 8, wherein

the data storing area ~~means~~ further stores at least one piece of lyrics data, and stores, as sound waveform data, at least human voice sound waveform data obtained when a person utters syllables included in the stored lyrics data at a predetermined pitch, and

the sound waveform data reading step sequentially reads syllables included in the lyrics data from the data storing area ~~means~~, and reads human voice sound waveform data corresponding to the read syllable from the data storing area ~~means~~.

11. (Currently Amended) The sound generation program according to claim 8, wherein

the game device further includes first operation unit ~~means~~ with which the performer specifies a sound outputting timing, and

when the first operation unit ~~means~~ is operated, the sound waveform data reading step reads the sound waveform data from the data storing area ~~means~~.

Claims 12-13 (Canceled)

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14.   (Currently Amended) The sound generation program according to claim ~~13~~

8 wherein

the game device further includes a first operation unit ~~means~~ with which the

performer specifies a sound outputting timing,

when the first operation unit ~~means~~ is operated, the sound waveform data reading

step reads the sound waveform data from the data storing area ~~means~~, and

the musical performance results storing step stores an operation timing of the first

operation unit ~~means~~ as a portion of the musical performance results data, by associating

the operation timing with the backing music data stored in the data storing area ~~means~~.

15.   (New)   The sound generation device as in claim 1, further comprising

an operation unit with which the performer specifies a backing music start timing,

wherein the sound output unit sequentially reads the backing music data and outputs the

backing music data after the operation unit is operated by the performer.

16.   (New)   The sound generation program as in claim 8, wherein the

game machine further comprises an operational unit with which the performer specifies a

backing music start timing, and the sound output controlling step sequentially reads the

backing music data and outputs the read backing music after the second operation unit is

operated.

17.   (New)   The sound generation device as in claim 1, wherein the tilt

detector is arranged within a removable medium connected to the housing.

18.   (New)   The sound generation program as in claim 8, wherein the tilt

detector is arranged within a removable medium connected to the housing.

19.   (New)   The sound generation device as in claim 1 wherein the

notification unit comprises a display arranged on a surface of said housing.

20.   (New)   The sound generation program as in claim 8 wherein the

notification step comprises notifying the performer using a display arranged on a surface

of said housing.

21.   (New)   A medium which is detachably attached to a game machine

including a housing capable of being held by a game machine user, a data storing area for

storing data including at least one piece of sound waveform data, a program processor for

processing the data stored in the data storing area based on a sound generation program,

and a sound outputting unit for outputting processing results obtained by the program

processor as a sound, the medium comprising:

a tilt detector for outputting a value corresponding to an amount of tilt in at least one direction of the housing; and

a program storing area for storing the sound generation program executable by the game machine to cause the program processor to execute:

a tilt calculating step of obtaining an amount of tilt in at least one direction of the housing, based on the value output from the tilt detector of the medium;

a sound waveform data reading step of reading the sound waveform data from the data storing area at a predetermined timing;

a sound waveform data processing step of changing at least a frequency of the sound waveform data read at the sound waveform data reading step, in accordance with the amount of tilt obtained at the tilt calculating step; and

a sound output controlling step of causing the sound waveform data processed at the sound waveform data processing step to be output from the sound outputting unit as a sound.

22.   (New)   In a portable game apparatus including a housing to be handled by a user, a display arranged on one surface of the housing, a tilt detector associated with the housing for detecting an amount of tilt of the housing, a storage area for storing data, and a processor, a method of providing information to the user regarding the user's tilting of the housing comprising:

storing reference play data in the storage area;

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receiving an output from the tilt detector indicating the detected amount of tilt of

the housing by the user;

changing a frequency of sound waveform data in response to the output from the

tilt detector;

generating user performance result data in response to the output from the tilt

detector;

comparing the reference play data and the user performance data; and

displaying information on the display regarding the user's tilting of the housing

based on the comparing.

23. (New)   The method of claim 22, wherein the tilt detector is arranged

in a removable medium which stores a game program to be executed by the processor

and which is connected to the housing.

24. (New)   The method of claim 22, wherein the sound waveform data

includes lyrics data of a known song and the frequency of at least one syllable in the

lyrics of the song is changed based on the received output from the tilt detector.

25. (New)   The method of claim 22, wherein the frequency of the sound

waveform data is changed in a continuous manner.

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26.　　(New)　　　The method of claim 22, further comprising changing an

amplitude of the sound waveform data in response to the output of the tilt detector.

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